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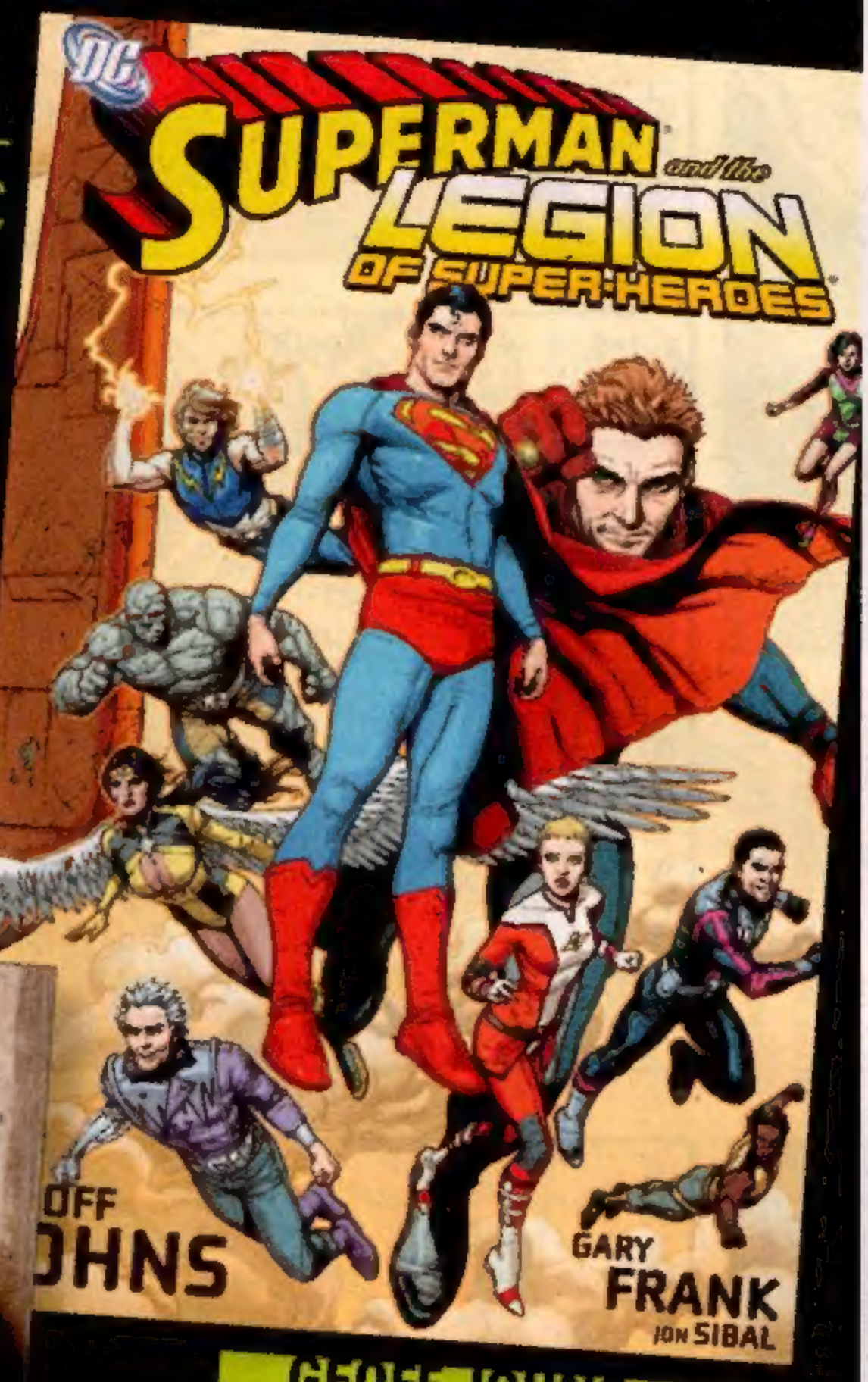

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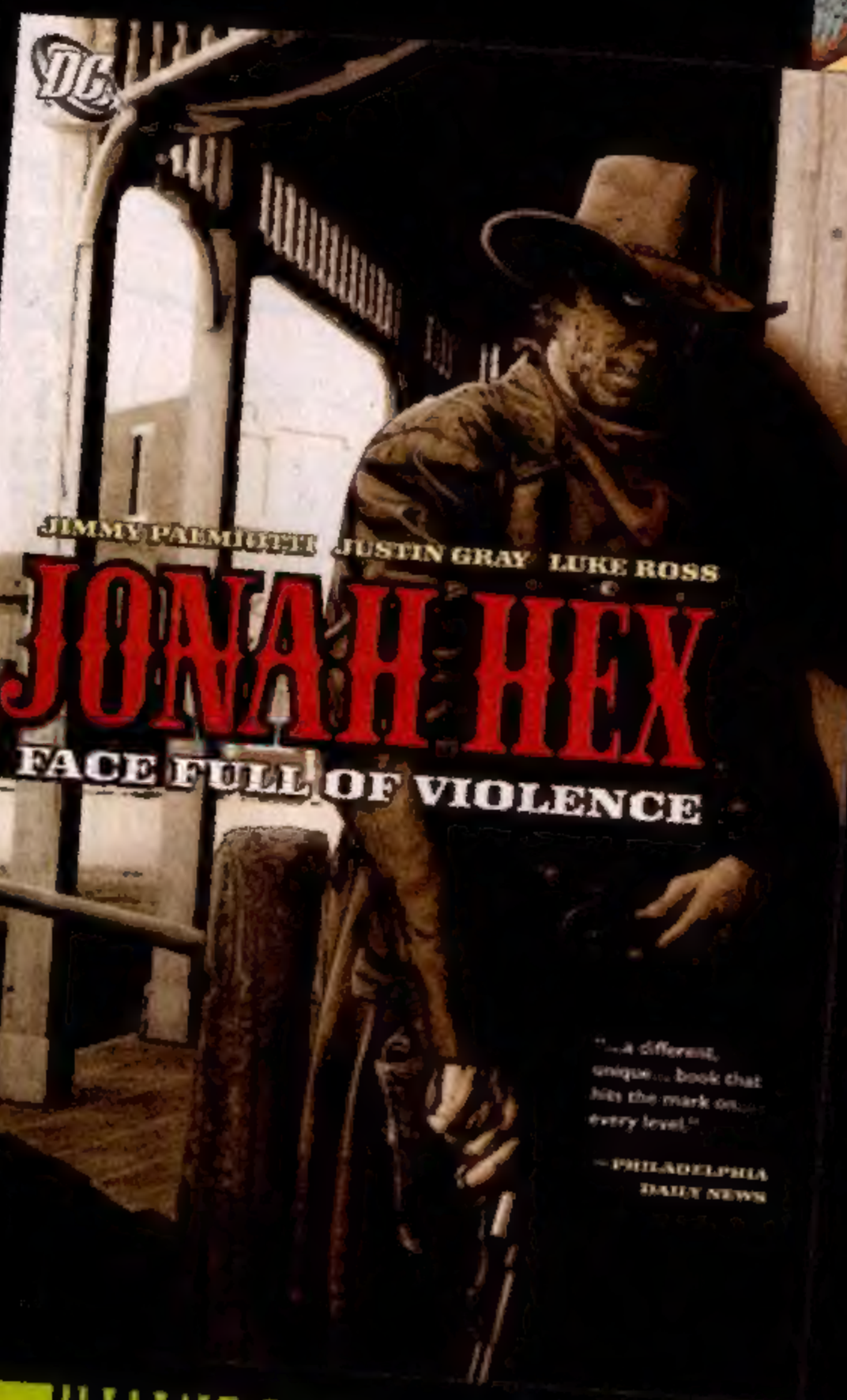
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This Ghost Walks With Dynamite

For almost three-quarters of a century, the Ghost Who Walks has fought the forces of evil, travelling the globe in his role as the Ghost Who Walks. And this summer, he's about to walk into new territory: the offices of Dynamite Entertainment.

After several years of publication by Moonstone Comics, *Lee Falk's* famous creation is about to make Dynamite his home. Just how did Dynamite bring the franchise under their banner after its eight-year Moonstone run? "We loved the character and asked King Features if they would consider us if it became available," Dynamite publisher Nick Barrucci said. "We love classic comic characters and are always motivated; we really wanted to acquire the license once King Features had stated that The Phantom might become available. The Phantom is one of the first masked superheroes and we were very excited to involve ourselves. We originally met with the rights holders about Flash Gordon, but that didn't come together at the time. We still wanted to work with King Features and were able to do so on The Phantom, which was very exciting—and we took it from there."

While Dynamite's Phantom license was first announced in 2008, the book has continued to appear under the Moonstone imprint through this spring. Will Moonstone continue to produce new Phantom material as well, or will their various series come to an end as Dynamite's begin? "That's an important question," Barrucci said, and he went on to explain just how the dual-license confusion came about—and how it was resolved.

"Two years ago, there was an unfortunate situation where the rights holder had licensed The Phantom to us, but someone else in the organization had still re-upped Moonstone. This was a very bad situation for all involved and caused quite a bit of stress for everyone. To be blunt, I think that saying everyone was frustrated by the situation is putting it lightly. There were statements taken out of context, and it made a very uncomfortable situation worse. *Joe Gentile* and I get along and correspond. Not every day or every week, but when one of us wants to speak with the other, we just do."

"We were able to make it work the best way possible, though. We suggested that if the licensor extended our license by two years, we would hold off releasing any material for two years to allow Moonstone to be able to put out their books uninterrupted and without competition.

"We decided not to put out any Phantom material while Moonstone was releasing their books, and everything was as civilized as it could be. The licensor was pretty flexible as well. I don't know what the ins and outs of Moonstone's agreement are, but as I've stated, I've spoken with *Joe Gentile* at Moonstone, and he's let me know that their stories come to an end fairly soon, while ours begin in August."

Dynamite's ***Phantom*** features a character redesign by acclaimed illustrator *Alex Ross*. Ross's schedule is obviously packed; what made the Phantom sufficiently important that he made time to work with the characters? "Some of the best creative passions are ones that build up over time," Ross said, "and we've been discussing this project for quite a while. My own artistic history would not be complete if I had never gotten a chance to work with this character, and I'm grateful to be able to put what I hope will be a unique mark on him."

How involved will Ross be in the relaunch? "The outline and direction of the story and the character plays off ideas I've contributed," Ross said. "My collaboration with *Scott Beatty* has been very nice; I've gotten to know and trust Scott, who's including the best of what we're both bringing to the Phantom."

How is Ross modifying the character's design without losing the essence of the Phantom's classic look? "I've worked closely with the writer Scott Beatty on a concept that has been percolating with me for many years now," Ross said. "The Phantom may be dismissed too often because of the garishness of his immediate image, despite how many of us love the classic look. I had always thought about the practicality of Phantom's living and running around in the jungle wearing such a hot, cumbersome costume. The simple graphic of him instead drenched in a berry juice of some sort, matching much of his classic look, would then also affect the context of how he chose to do that. In many ways, it would seem to make more sense that this is the story of the very first Phantom in history to build such a persona—but I believe it works equally well in the story we've crafted for it to be for the 'last' one."

Dynamite's kickoff Phantom project is entitled ***The Last Phantom.*** Is this truly the last generation of Ghosts who Walk? "Titles are you friends—or *should* be," writer *Scott Beatty* said. "I firmly believe that there should be truth in advertising. And to answer your question, consider this: what if there were a Kit Walker who *didn't* want to be the Phantom?"

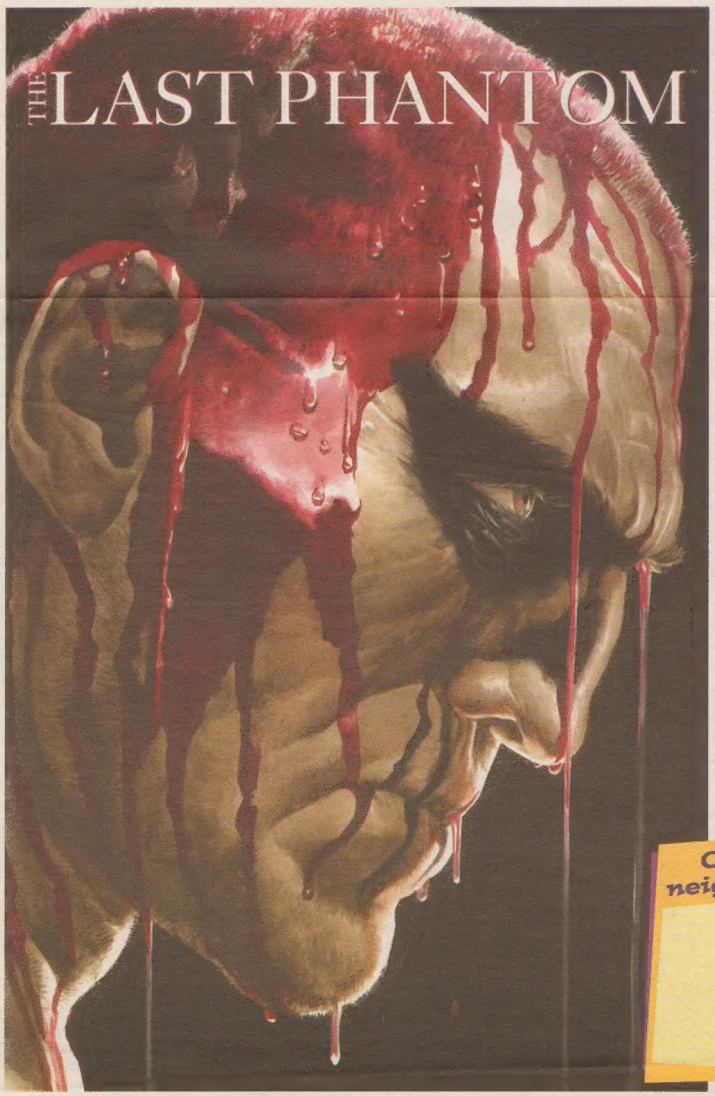
Will ***The Last Phantom*** focus on the character's generational legacy, or will the story focus on the current Phantom only? "You can't have one without the other," Beatty replied. "***The Phantom*** is a generational saga, and the Ghost Who Walks has his own spirits to reckon with. This is a contemporary series, but the long and storied legacy of the Ghost Who Walks is integral to where we are now."

Can the Phantom work in any era, or are the best Phantom tales those set in an older, less developed Africa? "I believe that's the challenge our series has to answer," Ross said. "Africa is a deeply troubled continent that has many causes for which a hero can fight, and having the first-ever superhero's focus be on the land of mankind's origin seems like that would always be timely and appropriate."

Making the Phantom work in contemporary Africa has proven challenging, though. The most successful Phantom in recent years was the film Phantom, which returned to the pulp era feel of *Lee Falk's* earliest Phantom tales. How does Beatty plan to overcome the challenges inherent in a Phantom tale set in contemporary Africa? "Who says that you can't have a pulp feel in modern settings?" Beatty asked. "Globalization has made Bengali much less isolated. And the Phantom isn't one to shy away from travel abroad in the pursuit of justice."

What about the Phantom's supporting cast? What is Beatty keeping, what is he discarding, and what is he adding to the Phantom mythos? "Some names are new, some are familiar," Beatty said. In the interest of not spoiling anything, I'd like readers to be pleasantly surprised. I'm well aware of the Phantom's *huge* fan base, and I think they'll see that the mythos is important to us even while we're striving to break new ground. But I *will* give you just two names to start: Hero. Devil.

"And as far as changing that mythos is concerned—well, if it ain't broke... That mythos is *integral* to the Phantom—but try telling that to the current Kit Walker..."



Will the Phantom have a single adversary in this series? "Oh, if evil was just *one guy*," Beatty said. "Unfortunately, Kit's adversaries are many, and not always so easily identifiable. I'm reluctant to reveal too much, but I can say that, in the beginning, Kit doesn't see the bad guys coming. And there's a hint in there somewhere..."

Does a costumed hero require a striking costumed villain to act as his foil? Can the costumed adventurer succeed without such an adversary? "I think it all depends on the costume, or lack thereof," Beatty said. "A 21st century Phantom might just have to raise his game in order to meet the needs of changing times and foes who aren't so easily cowed by a skintight purple leotard and zebra-print briefs. And as far as a costumed is concerned—do the clothes make the man? And moreover, if a costume isn't utilitarian, then what's it for?"

With their Green Hornet franchise, Dynamite launched multiple titles set in multiple eras (a Golden Age Green Hornet, a contemporary Green Hornet, and a near-future Green Hornet). That's perfectly feasible with the Phantom's multi-generational heritage. Will readers see multiple ***Phantom*** series set in different eras, or will Dynamite focus on a single series? "On this one we're focusing on a single series at first," Barrucci said. "We *do* have plans to do more, but we'd like to see how this happens first. If something should pop up and excite us, of course we would move forward with it."

Does Dynamite's license also give the publisher rights to reproduce classic material (comic strip reprints, etc.), or does it only allow them rights to produce new comics? "We do have a range of material that we will be developing," Barrucci said, "but as is the case with many Dynamite releases, first and foremost we'll focus on the main title."

Is there any chance that the Phantom license might be followed by other King Features franchises in the future—Flash Gordon or Mandrake, for instance? "Wow, wouldn't that be nice?" Barrucci said with a smile.

The Last Phantom #1, written by *Scott Beatty* and illustrated by *Eduardo Ferigato* based on designs by *Alex Ross*, is slated for mid-August release. The book will be offered with two covers by *Alex Ross* in a 50-50 ratio, along with a 1-for-10 chase cover by *Joe Prado* and a 1-for-15 chase cover by *Fabiano Neves*.

by Cliff Biggers

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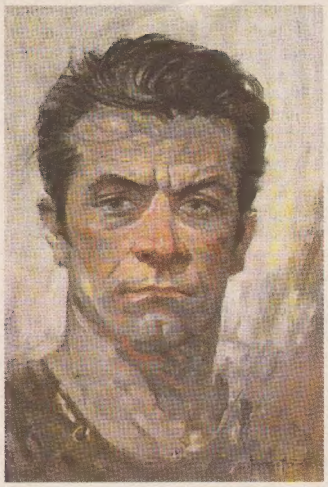


Frazetta Passes

Frank Frazetta, one of the most celebrated and revered artists in the field of fantasy illustration, died on May 10th at the age of 82 after suffering a severe stroke.

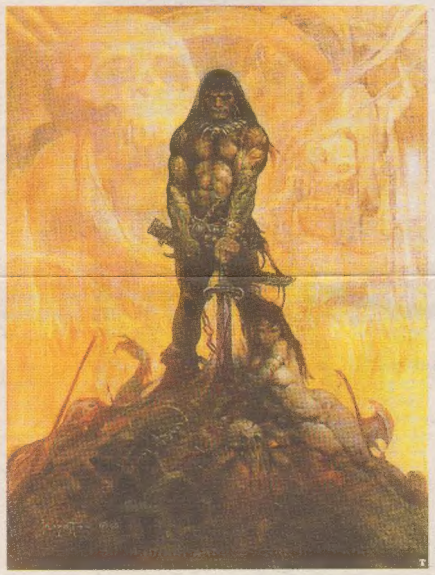
To describe Frazetta as a fantasy artist is to understate his contribution to the field. In the eyes of legions of fans, he was *the* fantasy artist. From his comic strip and comic book beginnings, Frazetta moved to paperback covers, movie posters, and horror magazine covers—in particular, the covers for *Jim Warren's Creepy* and *Eerie*.

Frazetta's striking work for Ace Books' *Edgar Rice Burroughs* reissues (which featured art by Frazetta and the equally brilliant *Roy G. Krenkel)* established him as a brilliant illustrator who could not only depict action but could also convey mood. "I was going to use *Roy Krenkel* as the primary artist for my Burroughs F-editions," editor *Donald Wollheim* said. "But he recommended that we bring Frazetta in to do covers as well. I wasn't sure at first, but once I saw his work, I knew he was perfect for the job." Muscled heroes, savage animals, lush jungle backgrounds—Frazetta could depict them all equally well, and with a rich, evocative pallette that made his work instantly recognizeable.

In 1964, when *Jim Warren* recreated the EC horror line in his *Creepy* and *Eerie* magazines, he enlisted Frazetta as one of his core contributors. Frazetta's last full comics story appeared in ***Creepy #1—a*** haunting jungle horror tale, filled with rich ink brushwork and painted wash tones, the story is just as impressive now as it was in 1964 when it saw print.

After that, Frazetta became Warren's primary cover illustrator for several years, supplying cover paintings for ***Creepy, Eerie*** and even for the first issue of ***Vampirella***. Some of his best known paintings were produced during this time period; Frazetta was given almost *carte blanche* to produce whatever he wanted, and the result was some of his most imaginative work ever.

But it was Lancer Books' decision to enlist Frazetta as cover artist for their new line of *Robert E. Howard's* Conan books that made the artist a fantasy superstar. His sinewy, almost feral barbarian hero not only defined the look of Conan for generations of readers, it also defined the look of the sword and sorcery genre. Would there have ever been a ***Conan*** comic book from Marvel had Frazetta's covers not made Lancer's Conan line so successful? Hard to say, but doubtful...



Frazetta worked in other markets, of course— movie posters (for such films as ***What's New Pussycat, The Night They Raided Minsky's, Battlestar Galactica,*** and ***The Gauntlet),*** album covers, and more. In many instances, the Frazetta art often overshadowed the work it accompanied. How many of us purchased paperbacks, hardcovers, or albums solely for the sake of the Frazetta art?

Ralph Bakshi even produced an animated fantasy film, ***Fire and Ice,*** based on Frazetta' visual designs; unfortunately, no other artist or animator could do justice to Frazetta's work, their best efforts notwithstanding. While the basic look of Frazetta's art was there, the distinctive sense of color and line was lost in the translation—but even so, it was a thrill for fans of Frazetta's work to see the attempt to bring it to life on the big screen.

And of course, Frazetta's women are a sensual force unto themselves. No one depicted the lush, fluid female form like Frazetta, who refused to modify his depiction of the female ideal to match changing cultural preferences. His women were primal, graceful, powerful, voluptuous and undeniably erotic in a way that no other artist could convey.

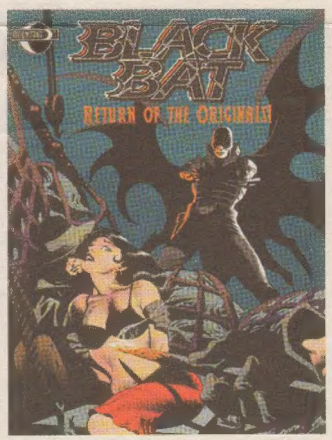
Frazetta continued to produce stunning art, even after a stroke forced him to begin drawing with his left hand after a lifetime of right-handed illustration.

The passing of his wife and lifelong partner Ellie was a devastating blow for the artist. In more recent times, a family feud over the rights and ownership of his artwork created a bitter split among Frazetta's own children—a split that was thankfully resolved shortly before his death.

Frazetta's may not have produced a huge body of comics work in his lifetime, but his fantasy illustration has influenced so many of today's best-known artists that the comics field will always revere the artist and his work.

Back by Pulp-ular Demand!

It looks like 2010 is shaping up to be a banner year for pulp heroes! Readers can pick up classic reprints of pulp tales starring Doc Savage, the Shadow, the Spider, the Whisperer, and others; DC brings Doc Savage and Justice, Inc. back to comics in ***First Wave*** and ***Doc Savage;*** and this fall,



SPIDER-MAN

BY STAN LEE & LARRY LIEBER

SO HE MUST FIGURE HE'LL GET TO ME THROUGH HER!
EXIT
AND HE'S DEAD RIGHT!
STAN LEE LARRY LIEBER 5-20
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EDITORS Cliff Biggers
Ward Batty

Editorial Office
2770 Carillon Crossing
Marietta, GA 30066
cliffbig@comicshopnews.com

Business Office
3577-A Chamblee-Tucker Rd. #215
Atlanta, GA 30341
(770) 939-1364
wbatty@csnsider.com

www.csnsider.com
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Moonstone will unleash a veritable pulp army in a number of projects published under the umbrella title ***Return of the Originals.***

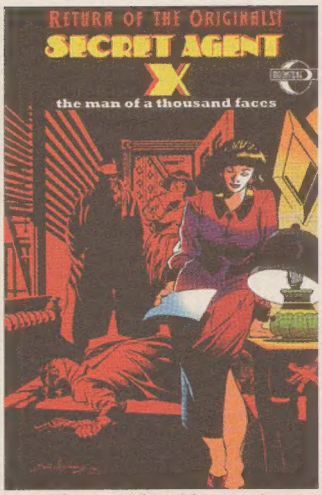
The Spider, the Phantom Detective, the Black Bat, Secret Agent X, the Green Lama, Operator 5, 5-8 Rocket Man, the Green Ghost, Captain Future, Moon Man, Ki-Gor, IV Frost, the Secret 6, Skull Killer, Golden Amazon, Gladiator—they're all a part of the new Moonstone pulp-based line.

Return of the Originals kicks off in September with the ninety-page ***Battle for L.A.*** graphic novel by *CJ Henderson & Mark Sparacio,* starring the Phantom Detective, the Black Bat, Domino Lady, G-8, and Secret Agent X; ***Black Bat #1*** by *Mike Bullock & Michael Metcalf;* ***The Spider & Domino Lady,*** a forty-page widevision comic by *Nancy Holder, Joe Gentile, & EM Gist;* and ***From the Vault: The Pulp Files,*** a oneshot black and white comic with illustrations and stats of all of Moonstone's pulp heroes.

Following the September launch, Moonstone will continue to add titles throughout the fall and winter, including ***The Phantom Detective*** by *Aaron Shaps & Danillo Guida;* ***Secret Agent X*** by *David Watkins, Matthew Baugh, & Robert Geronimo;* ***The Spider*** by *Martin Powell & Pablo Marcos;* and ***Rocket Man*** by *James Kuhoric & Hannibal King.*

These titles (as well as the ***Black Bat*** series will feature a lead story starring the title character, as well as a second feature that will include Green Lama written by *Mike W. Barr;* Ki-Gor by *Martin Powell & Tom Floyd;* Moon Man by *Elizabeth Massie & Cortney Skinner;* Green Ghost by *Win Scott Eckert, Eric Fein, & David Niehaus;* IV Frost by *Ron Fortier & Jeff Minor;* Captain Future by *Mike Bullock & Norm Lanting;* Skull Killer by *Jai Nitz & Christopher Jones;* Golden Amazon written by *Howard Hopkins;* Gladiator written by *Josh Aitken;* Honey West by *Will Murray & Jake Minor;* and Domino Lady written by *James Chambers.*

The final addition to the ***Return of the Originals*** lineup is ***Moonstone Pulp Fiction,*** a widevision prose anthology with illustrations that will feature original tales featuring Moonstone's various pulp characters, along with new Green Hornet prose stories written by *CJ Henderson.*



Look for more info on Moonstone's ***Return of the Originals*** in upcoming weeks as ***CSN*** talks with editor *Joe Gentile* about the line.

He's Got the Power

Mention the name "Power Man" and most fans immediately picture Luke Cage. But there's about to be a new hero operating under that code name—and Marvel fans will meet him in the four-part ***Shadowland: Power Man*** series debuting this August.

The four-issue limited series by *Fred Van Lente & Mahmud Asrar* (which is a part of the Daredevil-as-kingpin-of-NYC "Shadowland" saga) introduces a new teenage hero with ties to both Iron Fist and Luke Cage—as well as to Bullseye, Marvel's notorious can't-miss villain.

Van Lente told ***Comic Shop Newsarama's*** *Vaneta Rogers* that "the catchphrase for the Shadowland event is 'The Battle for the Soul of New York.' And I think the more we learn about Power Man, the more we come to understand that he is, in fact, the *soul* of New York. So this battle is playing out in a grand scale in the main book, and sort of microcosmically in our book, where we introduce the all-new, all-different, all-awesome Power Man."

While he may be "all-new," that doesn't mean that he is without connection to the old, however. Van Lente said that the miniseries "has quite a lot to do with Luke Cage and Iron Fist. A new Power Man comes on the scene, a hero for hire who advertises on the internet, of course, where all good classifieds can be found now. Unfortunately for him, this is not good timing for becoming a superhero in New York City, because in the areas controlled by Daredevil and The Hand, they have forbidden all, what they call, 'costumes' to operate without their sanction.

"So he has the Hand after him, and he also has Luke Cage and Iron Fist after him—ostensibly to save him, but also to find out who he is and what the heck he thinks he's doing. Is he going to join The Hand? Is he going to ally himself with Daredevil? Or will he ally himself with the heroes who are attempting to stop Daredevil before he goes insane with power?"

So what's the connection with Iron Fist, Luke Cage, and Bullseye? "I don't want to reveal too much," Van Lente said, "but let's just say Power Man's origins lie in the origins of ***Shadowland*** itself. And as those folks who read ***Daredevil: The List*** know, Bullseye is somewhat responsible for ***Shadowland*** coming about in the first place."

This new Power Man isn't just a young imitation of the old Luke Cage Power Man, however. "He has a power set that I think people will find really interesting," Van Lente said. "It's sort of a logical conclusion out of something we were discussing at the summit, where *Matt [Fraction]* and *Brian [Bendis]* and *Jeff [Parker]* and *Greg [Pak]* and *Jonathan Hickman* and *Dan Slott* and all of the rest of us were sitting around the table with *Joe Quesada* and *Dan Buckley,* and we start talking about a subject that frequently comes up—and that's magic, and how to do magic in an interesting way, within the context of superheroes, as opposed to a character kind of waving his arms in the air and

Continued on page 6

WHAT ARE YOU DOING? LET GO OF ME!
NOT TILL YOU LEAD ME TO SPIDER-MAN!
WHERE IS HE? TALK, LADY!
IF IT'S TALKING YOU WANT--
THEY MAY NOT SHOW UNDER THE MASK--
BUT I'M ALL EARS!
YOU KNOW THE DRILL, WEB-HEAD.
TELL ME WHERE I CAN FIND WOLVERINE--
--BEFORE I GET REALLY NASTY!
YOU'RE HURTING ME!
LET HER GO! I DON'T KNOW WHERE HE IS!
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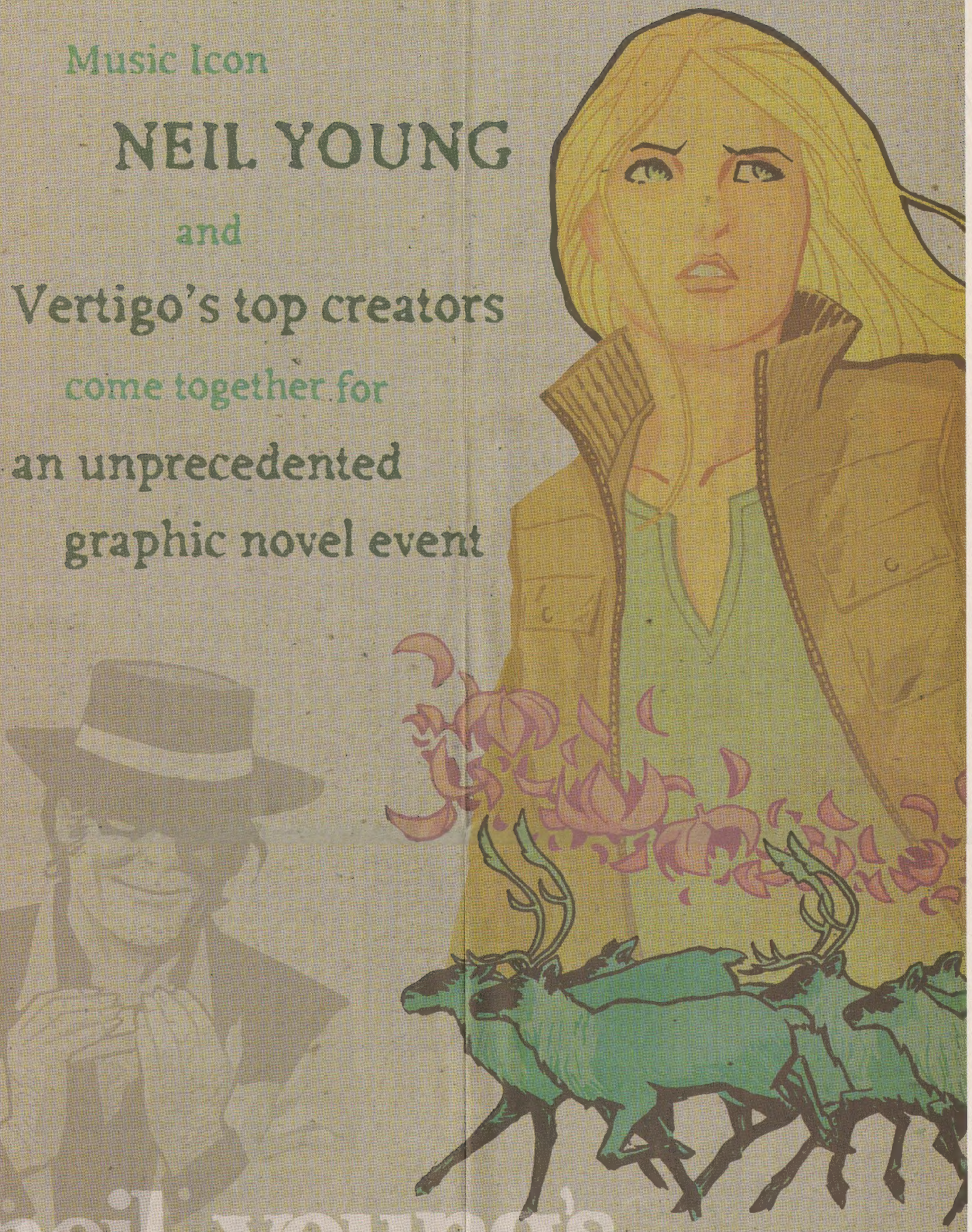

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having some effect happen.

"The point was brought up that, when *Ed [Brubaker]* and Matt were doing ***Immortal Iron Fist***, Iron Fist's powers were chi-based, and that was a very active way of getting mysticism into the superhero genre.

"And I came away from that thinking, 'hmmm... chi-based powers could be interesting.' And as readers of ***Immortal Iron Fist*** know, Danny Rand has been running a School for Thunder dojo in Harlem. And The Hand seems to strongly suspect that the new Power Man is, in fact, one of Danny Rand's dojo students. And this is how Iron Fist gets drawn into this, and he brings Luke into the situation. And Luke is not apparently happy that someone has ripped off his schtick."

Shadowland: Power Man won't be a gritty urban superhero drama. "It has a very youthful feel to it," Van Lente explained. "You have a kid acquiring superpowers and donning a costume and going out there and kicking ass—and making some good money for it! It certainly beats delivering pizzas as an after-school job. His powers, like all classic Marvel characters, are rooted in tragedy. And what that tragedy is, and how it's affected his family, and how it connects to Bullseye will be explicated as the series goes along.

"One of the things I love about this series is, to me it proves that you can have 'street characters' where it's not dark and foreboding. It can be fun. And 'urban setting' doesn't mean it has to be a grim, noir sort of setting."

While there will be a new Power Man, some old Power Man adversaries will play an important part in the series. "He's contending with a lot of Luke Cage villains—because, as many people know, I *love* the old villains. The more obscure the better. If you were looking for the return of Comanche and Shades, you need go no further than ***Shadowland: Power Man***. And Cottonmouth, another one of my Luke Cage faves, is coming back. I have an inexplicable fondness for Discus and Stiletto, and let us not forget the greatest Luke Cage villain of all time, Cockroach Hamilton, with his six barrel shotgun."

As if that's not enough, the new Power Man has even more trouble to deal with. "Luke Cage is a member of a street gang called the Rivals. They're back and they're operating in Harlem, and they have a mysterious new mastermind behind them. It's a character whom I'm very excited to bring back—a character I have written before, and an old Power Man and Iron Fist villain. Or is that *villainess*? Hmmm...

"And of course he's got ninjas and Luke Cage and Danny Rand on his ass. So he's got a *lot* of problems."

Find out just how the new Power Man deals with these problems in August, when ***Shadowland: Power Man #1*** is slated for release.

CSNsider

•If your friendly neighborhood comic shop ran short of those must-have White Lantern Rings that were offered in conjunction with ***Brightest Day #1***, it wasn't their fault: due to a production glitch, retailers in some regions received allocated quantities of the rings, while some retailers received none at all. DC is aware of the problem and is expediting a solution: they are having new White Lantern Rings made, and they should be in comic shops on June 23rd. "Our goal is to make sure that every retailer who ordered these promotional rings has at least as many rings as they have copies of ***Brightest Day #1*** as of the issue's Final Order Cutoff date," *Bob Wayne*, DC's VP - Sales, said.

•If you read the end of ***Batman and Robin #12***, you know what grinning villain is returning in ***Batman and Robin #13***—but just in case you missed it, DC has offered a sneak peek at *Frank Quitely's* cover for that issue, featuring the Joker in his long-awaited return.

•Dynamite Entertainment, publisher of the acclaimed ***Kevin Smith's Green Hornet*** series that presents Smith's unproduced ***Green Hornet*** film script in comics form, is going back to the theater for another limited series. ***Green Hornet: Parallel Lives***, a limited series by *Jai Nitz & Nigel Raynor*, presents an official prelude to the upcoming *Seth Rogen* ***Green Hornet*** film, revealing how Britt Reid first crossed paths

with the Kato and assumed his Green Hornet identity. Look for it in June.

In addition, Dynamite is kicking off a line of classic Green Hornet reprints with ***Green Hornet: Golden Age Remastered #1***. Each forty-page issue will present remastered classic Golden Age tales based on stories by ***Green Hornet*** creator *Fran Striker*, complete with new Golden-Age-inspired *Joe Rubinstein* covers.

•DC has added a 1-for-10 photo variant cover for ***Jonah Hex #56***, featuring an image from the upcoming film.

•Don't think that you've missed DC Direct's first two DC ***Chronicles Statue Line*** offerings. ***The DC Chronicles Batman Statue***, originally slated for late April release, is now rescheduled for July 7th; the ***DC Chronicles Batman Statue***, originally slated for mid-May release, will follow on July 14th.

•Marvel has added a 1-for-50 ***Steve Rogers: Super Soldier #1 David Finch Sketch Variant*** incentive cover; look for it in stores on July 7th.

Back to Press

•***Uncanny X-Men #524 2nd Printing Variant*** (MAR108109), in stores June 3rd.

•***X-Men: Hellbound #1 2nd Printing Variant*** (MAR108108), in stores June 3rd.

CSNsights

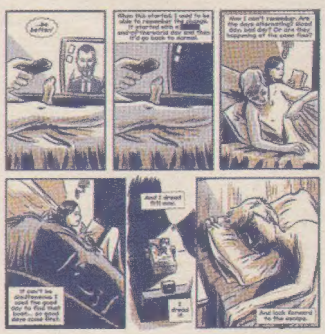
Reviews by Cliff Biggers

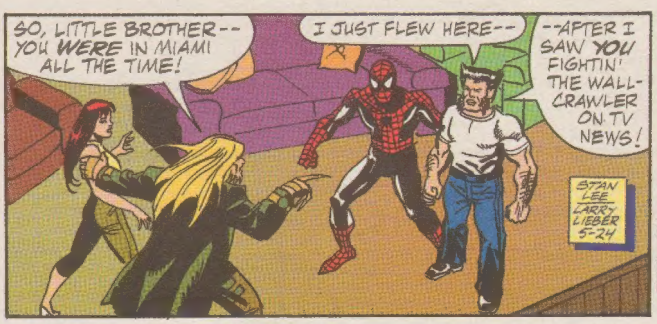
Revolver

Matt Kindt (W/A)

(Vertigo/DC, $24.99)

In one world, Sam has a steady job and an attractive girlfriend. In the other world, he struggles to survive in an apocalyptic city devastated by a deadly flu outbreak and laid to waste by a dirty bomb.




SO, LITTLE BROTHER-- YOU WERE IN MIAMI ALL THE TIME!
I JUST FLEW HERE--
--AFTER I SAW YOU FIGHTIN' THE WALL-CRAWLER ON TV NEWS!
STAN LEE LARRY LIEBER 5-24

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And every time he goes to sleep, he wakes up in the other world.

Revolver is a tale that explores the essence of reality as an alienated young man tries to balance two wildly divergent alternate realities, only to find more purpose in the latter world than in the former. Kindt's grim, harsh post-apocalyptic world, complete with its own version of evil personified, is little more oppressive than the cynical, creativity-stifling reality of workaday mundanity and dead-end relationships.

Sam's two lives, which initially seem totally separate, eventually dovetail in a surprising and almost *Philip K. Dick*-ian manner as Sam chooses to control his future rather than fall victim to it.

The book's complex structure, complete with running crawls, marginalia sidebar storytelling, and recurrent visual motifs, almost demands multiple readings—but you won't mind that a bit, as Kindt's story holds up just as well the second and third time around.
Grade - A

Siege #4

Brian Bendis (W); Olivier Coipel (A)
(Marvel $3.99)

There's a story about a crucial orchestral segment of the Beatles' "A Day in the Life." The Beatles and their producer, *George Martin*, knew what they wanted--a discordant orchestra building a chaotic cacophony for a certain period of time, but all closing on precisely the same note. Order from chaos and all that. The finale was what was important; getting there was ad-libbed.

And to a large degree, it seems that's what ***Siege*** is.

Brian Bendis and Marvel knew where they wanted to end up. They were less concerned with how they got there. The end result is a story filled with a lot of noise and action, most of which is little more than a means to an end.

That said, it's a strong end, complete with a couple of character deaths, and it provides a creative refocus for the Marvel Universe for the next few months. And that's enough for you to accept all the buildup, even though the story seems jumbled and ends-focused.
Grade - C+

Justice League: Generation Lost #1

Keith Giffen & Judd Winick (W); Aaron Lopresti (A)
(DC $2.99)

DC's second biweekly series may be overshadowed by the high-profile ***Brightest Day***, but it really stands on its own.

Readers who expected another "bwah-ha-ha" series because of the lineup (and the involvement of *Keith Giffen*, who gave the original ***Justice League International*** series its share of yuks back in the day) are going to find something very different in this year-long biweekly series. The story gets off to a very strong, very serious start in the very first issue, delving directly into the role that the resurrected Maxwell Lord will play in the "Brightest Day" DCU. And it's not the role that anyone expected!

If you dismissed this as a lightweight retro series, you'll want to re-evaluate; ***Generation Lost***, with its ***Blackest Night*** spinoff story elements, promises to play an important role in the new direction of the DCU. And a surprise guest appearance by the Man of Steel makes it clear that this isn't just a throwaway B-team title.
Grade: B+

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MOSCOW, RUSSIA.
THE SIGHT OF THE DECOMMISSIONED J.L.I. EMBASSY.
NOW.
MICHAEL JON CARTER.
ACTIVATE MEMORY OF THE MOMENT SHE'LL ALMOST DEFINITELY...

YOU HEARD ME!
TELL ME WHY YOU'VE BEEN ON MY TRAIL-- NOW!
SNIKT
IS THAT A THREAT, LITTLE BROTHER?
STAN LEE LARRY LIEBER 5-25
SNIKT!
CAREFUL, SABRETOOTH-- YOU'RE FACING US BOTH!
BUTT OUT, WALL-CRAWLER. THIS AIN'T YOUR FIGHT!
QUIT STALLIN', LOGAN!
I'VE BEEN WAITING FOR THIS!
YEAH? YER WAIT'S OVER!
STAN LEE LARRY LIEBER 5-26
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